MARSHALL MEDIA

# The Great Green Mouse Disaster

CD-ROM FOR WINDOWS AND MACINTOSH

MIP

CHAOS WAS NEVER SO MUCH FUN!

FOR CHILDREN AGED 5-11

MARSHALL

# INSTALLATION PROCEDURE

**Microsoft® Windows® 3.1**

1. Insert the CD-ROM into your CD-ROM drive.
2. From the Microsoft® Windows® Program Manager, select File and then Run.
3. Type in D:\SETUP.EXE where D: is your CD-ROM drive and click OK.
4. Follow the on-screen instructions.

**Microsoft® Windows® 95 and 98**

1. Insert the CD-ROM into your CD-ROM drive.
2. Click on the Start button and choose Run.
3. Type in D:\SETUP.EXE where D: is your CD-ROM drive.
4. Follow the on-screen instructions.

N.B As this CD uses QuickTime for Windows for playback, the Setup program will run QuickTime Installer 2.0.3. The installer may pause for a short time after it has installed the program. Wait until a 'finished' message appears, then click OK to return to the Great Green Mouse Disaster Setup program. If you do not wish to install QuickTime, just click EXIT when the QuickTime Installer is launched.

The Installer will add three program icons to the PixelMagic group in Program Manager. These are Great Green Mouse Disaster (the main game), Gallery (picture shots from each of the hotel rooms), and 'ReadMe.wri' file which contains instructions on how to play the game.

If you are having problems installing Great Green Mouse Disaster, there may be a conflict with your screensaver, therefore disable any screensavers and try again.

**Macintosh**

1. Drag the folder 'GGMD folder with sound' onto your hard drive.
2. If you don't have much space on your drive, you can drag the folder 'GGMD' to your drive instead. (The sound effects for the individual animations in the rooms of the hotel will be run from the CD, and therefore may cause a momentary pause in the animation.)

3. If you don't already have QuickTime installed on your Mac, open the 'Quicktime' folder and drag the contents to the System Folder on your hard drive. If you have a Power Mac, you will also need to copy the file 'QuickTime Powerplug'.

## YOUR GUIDE AROUND THIS DISC

After loading the game you are presented with a choice of levels to play and a choice about whether you want to hear the mice play their music when you catch them. The three levels adjust the speed at which the mice can run. You might want to try level 1 first. As you catch more mice the speed increases anyway. The music option is certainly recommended but you may want to turn it off for later games. Once you have made your choices (or accepted the defaults) click 'play' to go on. Later you will have the choice of loading saved games (see below).

Now you see all the rooms in the hotel. Your mouse detector gadget will find a room with a green mouse. Move your detector around the screen until the alarm sounds, then click on the room so your adventure can start. Once in the room you can search for the green mouse. Try clicking everywhere. When you find him, he will run to another hiding place. As he runs, you must try to click him with your target cursor. When you catch him, the hotel porter will come with his net and take him away, but there may be a slight accident. People react strangely to mice and do all sorts of odd things. Other times the porter is so clumsy that he makes a mess of the room. If you have chosen the music option you will then go to the instrument room and you must select an instrument for the mouse. Keep selecting the instruments until you get the right one. Then the mouse will go to the ballroom to rehearse for the dance.

**Traps:**
Beside the basket is a blue bag that contains some traps that will slow down the mouse for a while. If you're on level 3 you don't have any traps, but level 1 has ten and level 2 has five. Click on the bag to show the traps. Select a trap and it will be placed on the floor of the room, ready for the mouse to come along. Next time the mouse runs near it, be ready to click on him when the trap operates.

**Quitting:**
In the bottom left corner is a button that looks like the front of the hotel. This is your exit button. You will be asked if you want to exit. If you select 'okay' you will be asked if you want to save your game. If you select 'okay' you can type your name in the box. The computer will add the date and time and save the details of the game you were playing.

**Gallery:**
The gallery is another application on the CD-ROM which shows some of the still pictures and plays the music from each room. Just click on the room to go there, and click on the picture to go back.

**Pictures:**
There are six pictures for you to colour in a folder called 'pictures'. Either print them and colour with your favourite colouring materials, or open the picture with a paint program and paint it on the computer.

**Mousechase (Supergame)**
The mousechase is a faster mousecatching game in which the mice can escape from a room and turn up in another room. Mousechase is available after you have successfully completed the main game three times. Use the mousedetector as in the main game to find a room with a mouse. When you enter the room, the hiding places will animate. Do not click until you see a mouse. CLICKING REDUCES YOUR SCORE. After a while the mouse will run out. Now it's your chance to catch him. If he escapes, the next room will appear and you'll get another chance. Catch him, and go to the hotel plan to find another mouse in another room.

**The mousemaze**
The mousemaze is a simple maze game that pits the wits of the great green mice against the hotel porter and the cat. The 20 green mice are hungry, and must enter a maze, find three pieces of cheese and get back out before they are caught.

On Macintosh, the game is in the MOUSEMAZE folder on the CD. You can copy the folder onto your hard drive if you like.

Under Windows, use the file manager to locate directory MOUSMAZE on the CD drive. Run the application MOUSMAZE. Under Windows 95, look for the directory MOUSMAZE on

your CD. Moving the green mouse involves either using the computer mouse or the arrow keys. To use the computer mouse, click on a point that is in a straight line to the side, above or below the green mouse. The green mouse will then move in that direction. Clicking anywhere else will have no effect. When the green mouse has reached the point where you clicked, you can click again in another direction. To use the arrow keys, just click an arrow and the green mouse will move in that direction, provided there is no wall in the way.

The porter moves around the maze randomly, looking for the mice. Sometimes he remains trapped in a room for a while, but he can suddenly move very fast in the direction of the green mouse. The cat is lazy and sits still most of the time. He occasionally moves to a new position, but is otherwise not very active. However, when the green mouse comes near, the cat can smell it, and tries very hard to catch the mouse. If you're clever, you can lead the cat into a room and continue on your way on the other side of the wall. As you play, the maze changes. Every time you get a mouse through the maze, you go up one level. There are more porters and cats as you increase levels, and they move faster. If you do really well, the walls start closing in on the later levels.

N.B. Cheats: If you are in trouble, try the Control key. It has interesting results. Selecting the Control key just before a new mouse starts its run will change the maze, but not necessarily for the better. To pause hit the space bar.

## TECHNICAL SUPPORT SERVICES AND HELP

In the bottom right corner is the basket belonging to the hotel cat. He doesn't like being disturbed, but if you're stuck he will give some advice. If you are still in need of assistance with the disc, please view the Read.Me file or call our technical support line on **0171 291 8280**. For more information about any of our titles why not visit our web site at: **www.marshallmedia.com**

**About PixelMagic Ltd**

PixelMagic Ltd was formed by Conor O'Nolan in 1993 after Apple Computer in Ireland sent him to the USA in 1989 'to see what this multimedia thing is all about', and he realised its potential. PixelMagic work exclusively on high calibre children's animated CD-ROM projects.

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